

# DESTRUCTION DERBY 64



SOLD BY



INSTRUCTION BOOKLET



**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



LICENSED BY



NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.  
©1996, 1999 NINTENDO OF AMERICA INC.

# DESTRUCTION DERBY 64

## CONTENTS

The Nintendo® 64 Controller . . . . .	2
Smashing Good Fun . . . . .	3
Legal Disclaimer . . . . .	3
Controlling Your Car . . . . .	4
Getting Started . . . . .	5
Loading and Saving Games . . . . .	5
Title Screen . . . . .	6
Game Modes . . . . .	7
Options . . . . .	8
Car Select . . . . .	8
Pause Menu . . . . .	9
Playing the Game . . . . .	10
Championship Strategy - Advice for High Point Collisions . . . . .	11
End Race Screens . . . . .	12
Scoring Breakdown . . . . .	13
Multiplayer Modes . . . . .	14



# THE NINTENDO 64 CONTROLLER

## CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick that uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional Control Pad.



When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the top picture, left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (see picture, left), then press **START** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it.

**Warning:** Never insert or remove a Game Pak when the power is on!



1. Make sure the power is OFF on your Nintendo® 64 system and that your controller is firmly locked in place at the front of the game system.
2. Insert the **DESTRUCTION DERBY™ 64** Game Pak into the Game Pak slot on your Nintendo 64.
3. Press down firmly to lock the Game Pak into place.
4. Turn the power switch ON.
5. At the Title Screen, press **START** when prompted to do so.

# **SMASHING GOOD FUN**

*In driving, nothing beats the pure rush of smashing into another car. Herein lies the premise behind DESTRUCTION DERBY™ 64. No weapons except the vehicle itself. No protection from the onslaught save lightning-fast reflexes and the chrome and rubber that comprise reinforced fenders and bumpers. Rooted in the classic demolition meets that are as much a part of Americana as daredevil barnstormers and circus sideshows, the modern-day jousting that is Destruction Derby takes place in arenas, backroads, and city streets that lie just around the corner in Everytown, U.S.A.*

*Now, from the comfort and safety offered by the technology of cartridges and controllers, take part in this, the most original of extreme sports.*

*Meet the challenge of DESTRUCTION DERBY™ 64.*

*Take no prisoners. Enjoy the ride.*

## **LEGAL DISCLAIMER**

*DESTRUCTION DERBY™ 64 is fun because it's not real. Please do try to remember that this video game is meant for entertainment purposes only. Do not imitate any of the actions depicted in the game in real life. If you do, you are an idiot and will suffer from a lifetime of chronic pain and high auto insurance deductibles. Arrest and the risk of injuring others also come as part of the deal.*

*We repeat: Do not try any of this at home with your own car or one belonging to someone else. It is extremely dangerous and illegal.*



# CONTROLLING YOUR CAR

## L Button

- Toggle display on/off  
[Damage Meter, Timer,  
Map Radar, MPH, Race  
Clock, etc.]

## R Button

- Emergency Brake

## C Button

- Change views (1<sup>st</sup> per-  
son, 3<sup>rd</sup> person, 3<sup>rd</sup>  
person close)

## START

- Pause

## A Button

- Accelerate

## B Button

- Brake
- Reverse (hold down)

## Z Button

- Rear View

## Control Stick

- Steer car ←→



# GETTING STARTED

## CONTROLLER PAK/RUMBLE PAK INFORMATION

*DESTRUCTION DERBY™ 64* is compatible with the Rumble Pak and Controller Pak accessories. Before using either accessory, be sure to carefully read the Rumble Pak and Controller Pak accessory instruction booklets. Follow the onscreen instructions to determine when you should add or remove the Rumble Pak or Controller Pak.



## LOADING GAMES

After you insert a Controller Pak into Controller 1, *DESTRUCTION DERBY™ 64* automatically loads saved data of records and championship progress, or creates a new file on the Controller Pak. Saving takes place automatically after certain stages of gameplay, when championship modes are won and records are set.



**NOTE:** Information can only be saved on Controller 1. Controller Paks inserted into other controllers will not save information.

## SAVING GAMES

If you do not have a Controller Pak inserted into Controller 1, you will be asked if you wish to continue *DESTRUCTION DERBY™ 64* without being able to save games in progress. If you answer YES, you will not be able to save records, Championship wins, or anything else requiring saved information. If you answer NO, you will be prompted to insert a Controller Pak into Controller 1.



## TITLE SCREEN

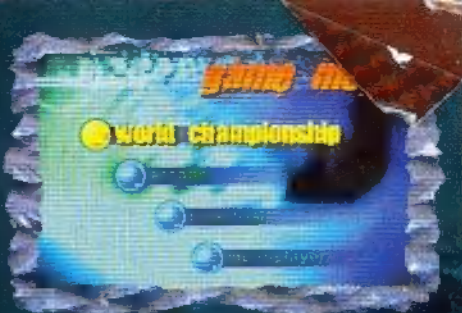
At the **DESTRUCTION DERBY™** Title Screen, press **START** on your controller to begin gameplay.





## GAME MODES

Move the Control Stick to highlight the different game modes. Press the A BUTTON to select, or the B BUTTON to cancel.



### WORLD CHAMPIONSHIP

Begin the journey towards crash n' burn glory. Take on the world's most dangerous driving competition in arenas, through the backroads and city streets of Anywhere, U.S.A. (See PLAYING THE GAME, p. 10.)

### ARCADE

No stakes. Big fun. Hone your driving and crashin' skills in a single exhibition-style race.

### TIME TRIALS

For arcade racing purists. Set pure speed records by taking a spin around DESTRUCTION DERBY™ 64's scenic tracks in this classic race against the clock.

### MULTIPLAYER

The best in two, three, or four player mayhem! Take part in Deathmatch, Destruction Race, Bomb Tag, or Capture the Flag modes. (See MULTIPLAYER MODES, p. 14.)

## OPTIONS

Press **Z** to view records and set music, commentary, and sound levels for **DESTRUCTION DERBY™ 64**.

Scroll through the following Game Options by moving the Control Stick  $\uparrow/\downarrow$ :



**MUSIC** Move the Control Stick  $\leftarrow/\rightarrow$  to adjust the volume on **DESTRUCTION DERBY™ 64**'s killer soundtrack.

**VOICE** Move the Control Stick  $\leftarrow/\rightarrow$  to adjust the volume on **DESTRUCTION DERBY™ 64**'s scintillating play-by-play.

**SFX** Move the Control Stick  $\leftarrow/\rightarrow$  to adjust the level of **DESTRUCTION DERBY™ 64**'s bone-jarring sound effects.

**PLAYSONG** Move the Control Stick  $\leftarrow/\rightarrow$  to choose your favorite song from **DESTRUCTION DERBY™ 64**'s original score.

**STEREO** Move the Control Stick  $\leftarrow/\rightarrow$  to switch between stereo and mono sound.

## CAR SELECT

After choosing a **GAME MODE**, pick a **DESTRUCTION DERBY™ 64** stock car that best suits your personality. All vehicles are painted with care by auto artists of varying disposition. (The stock cars available at the novice level are close to identical, but do demonstrate subtle differences in handling and top speed.) Pressing the **Z BUTTON** on the Car Select screen will give a summary of the strengths and weaknesses of the vehicle shown on screen. Knowing your vehicle could be the difference between blazing a trail to victory or burning in defeat.



## PAUSE MENU

While playing, press **START** on your controller to access the **PAUSE MENU**. Scroll through the following options by moving the Control Stick:



### RETURN TO GAME

Highly recommended if you're not done. Press the **A BUTTON** or **RIGHT** to return to the game in progress.

### OPTIONS

Press the **A BUTTON** to access the **DESTRUCTION DERBY™** Options screen. (See **OPTIONS**, p.11)

### EXIT TO MENU

Run cowards and the cowardly. Press the **A BUTTON** or **START** to quit and return to the **GAME MODES** screen.

### RECORDS

Press the **A BUTTON**, then press **ENTER** to view through the number of those who set the pace for Destruction Derby madness.





# PLAYING THE GAME

WORLDWIDE

WORLDWIDE

WORLDWIDE

WORLDWIDE

COLLISION  
POINTS



WORLDWIDE

WORLDWIDE

WORLDWIDE

## CHAMPIONSHIP STRATEGY — ADVICE FOR HIGH POINT COLLISIONS

With 8 points, you can earn 10 extra points. 15 points are allotted for the number of checkpoints smashed. Gain extra points and reaching the timely Earn 10



## END RACE SCREENS

After races, check the detailed results on the summary screens.

## RACE RESULTS

Tracks and tallies checkpoint bonuses and collision points for races.

## CIRCUIT STANDINGS

Lists the overall and most recent number of points awarded to the current DESTRUCTION ARMY 64 Champion. Points are awarded as follows:



Rank	Name	Time	Total
1st	...	...	...
2nd	...	...	...
3rd	...	...	...
4th	...	...	...
5th	...	...	...
6th	...	...	...
7th	...	...	...
8th	...	...	...
9th	...	...	...
10th	...	...	...



Rank	Name	Points
1st	...	...
2nd	...	...
3rd	...	...
4th	...	...
5th	...	...
6th	...	...
7th	...	...
8th	...	...
9th	...	...
10th	...	...

## PLACE POINTS AWARDED

1st	15
2nd	12
3rd	10
4th	7
5th	5
6th	3
7th	2
8th	1
9th-12th	0



# SCORING BREAKDOWN

**ARENAS** • Up to 100 points for each collision  
• 20 points for each kill (knocking off a  
racer)

**RACES** • Up to 100 points for each collision  
• 20 points for each lap reached  
• 10 points for each second of collision  
scored

## HINTS

- 1) Always head on for big points
- 2) Keep control on the Damage Meter
- 3) In Destruction Races, aim for high-impact collisions  
and keep the Meter runs low to maximize point totals.



# MULTIPLAYER MODES

## DEATHMATCH

More gunplay in multiplayer mode? You and your teammates select weapons then rush to the ultimate goal: head-to-head combat 'em up in arena gameplay.



## BOMB TAG

Not potato for this insane! Score points by running onto enemy team bomb. Gain 3 points for every bomb you plant this intense mission. Don't get caught with the bomb when time runs out. Pass off the bomb to an opponent by crashing into the enemy's bomb. Gain 50 points for every bomb you plant. There are 3 rounds in each Bomb Tag game.

## CAPTURE THE FLAG

Got a friend? How lucky! Use teamwork! All the players randomly are put on two or four players. Capture the flag and bring it back to your base. Partners score points by getting the opposition's flag and bringing it back to their own base. Counterattack points can also be scored by taking an opponent's flag and returning the captured flag back to the starting point. Gain 10 points for every flag successfully captured. Gain 5 points for each block.

## DESTRUCTION RACE

A challenge built for two! Choose a team, then hit the road in the race to have fight to the finish.

# CREDITS

## *For Psychosis:*

*Director of External Development*  
*Steve Riding*

*Executive Producer*  
*Richard Biltcliffe*

*Producer*  
*Kim Rogers*

*Assistant Producer*  
*Tami Gabay*

*Business Development*  
*Rick Naylor*

*Product Manager*  
*Susan Campbell*

*Script Writer*  
*Stephen Wong*

## *For Looking Glass Studios:*

*Director of Development*  
*Jeffery Hutt*

*Project Direction*  
*David Socha*  
*Phil Honeywell*

*3D Programmers*  
*Matt Grimshaw*  
*Mike Nikkel*  
*Magnus Danielsson*

*Physics Programmers*  
*Miguel Gomez*  
*Dave Gierok*  
*Steve Aarnio*

*2D and Audio Programmer*  
*Steve Smith*  
*AI Programmer*



# CREDITS

Jamie Millar

Lead Artists  
Shelley Armstrong  
Peter Rosenlund

3D Artists  
Steve Lange  
Lorian Kiesel  
Les Betterley  
Mike Prittie  
Jeff Sturgeon

2D Artist  
Nathan Herzog

Game Design  
Jeff Hutt  
Jeff Betterley  
Dan Matanski  
Mark Coates

Music and Sound Composition  
Eric Brosius

Voice Talent  
Scott Keck

For THQ:  
Producer  
Jon Osborn

Assistant Producer  
Edward Ramiro

Director of QA  
Donn Nauert

THQ Lead Tester  
Tom Harrison

Special Thanks:

Dawn Paine, Rachel Silverstein, David Pava

# WARRANTY

THQ Inc. warrants to the original purchaser and owner that this Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. will repair or replace the Game Pak, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ Inc. Consumer Service Department of the problem requiring warranty service by calling (818) 225-5167. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ Inc. service technician is unable to solve the problem by phone, he/she will pay for you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game Pak, and return your Game Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ Inc. Consumer Service Department  
5016 El Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

**REPAIRS AFTER EXPIRATION OF WARRANTY.** If the Game Pak develops a problem after the 90-day warranty period, you may contact the THQ Inc. Consumer Service Department at the phone number listed. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game Pak. Send the defective Game Pak, along with \$35.00 freight prepaid to THQ Inc. THQ Inc. will, at its option subject to the conditions above, repair the Game Pak or replace it with a new or repaired Game Pak. If replacement Game Paks are not available, the defective Game Pak will be returned and the \$35.00 payment refunded.

**WARRANTY LIMITATIONS.** ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

THQ Inc. 5016 El Parkway Calabasas, Suite 100, Calabasas, CA 91302. (818) 225-5167

Road Rash © 1995, 1999 Electronic Arts. Road Rash is a trademark or registered trademark of Electronic Arts. All rights reserved. Road Rash 24 is published and distributed by THQ Inc. under exclusive license by Electronic Arts.

Any unauthorized copying, reproduction, rental or broadcast of any of the information contained on this program is a violation of applicable laws and subject to criminal prosecution.

REGISTER ONLINE AT  
[www.thq.com/registration](http://www.thq.com/registration)



# WRESTLEMANIA<sup>®</sup>

# 2000

**"The biggest, baddest,  
meanest, fattest, coolest,  
raddest wrestling game**

**in the universe!"**

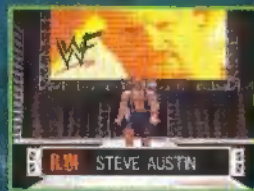
- Nintendo Power



**Complete Create-A-Wrestler  
Mode - Assign individual moves,  
costumes and fighting styles.**



**Tons of games modes, including  
Cage Match, Road to  
WrestleMania™, Create-A-PPV.**



**WF entrances  
complete with Titantron™  
and theme music**



**Thousands of signature  
moves, taunts  
and mannerisms**



**Over 50 of the top WF  
superstars - More than  
any other WF game ever**



[www.thq.com](http://www.thq.com)

[www.jaksacific.com](http://www.jaksacific.com)

[www.wwe.com](http://www.wwe.com)

**November 1999**

**World Wrestling Federation®**



**GAME BOY**



THQ INC. 5016 N. PARKWAY CALABASAS, SUITE 100, CALABASAS, CA 91302  
©1999 World Wrestling Federation Entertainment, Inc. All Rights Reserved. THQ is a trademark of THQ  
Inc. ©1999 THQ/JAKKS Pacific LLC. Licensed by Nintendo, Nintendo 64, "N" Logo, Game Boy  
Color and Game Boy are trademarks of Nintendo of America Inc. © 1998, 1999, 1999 Nintendo of  
America Inc. All rights reserved.

PRINTED IN USA